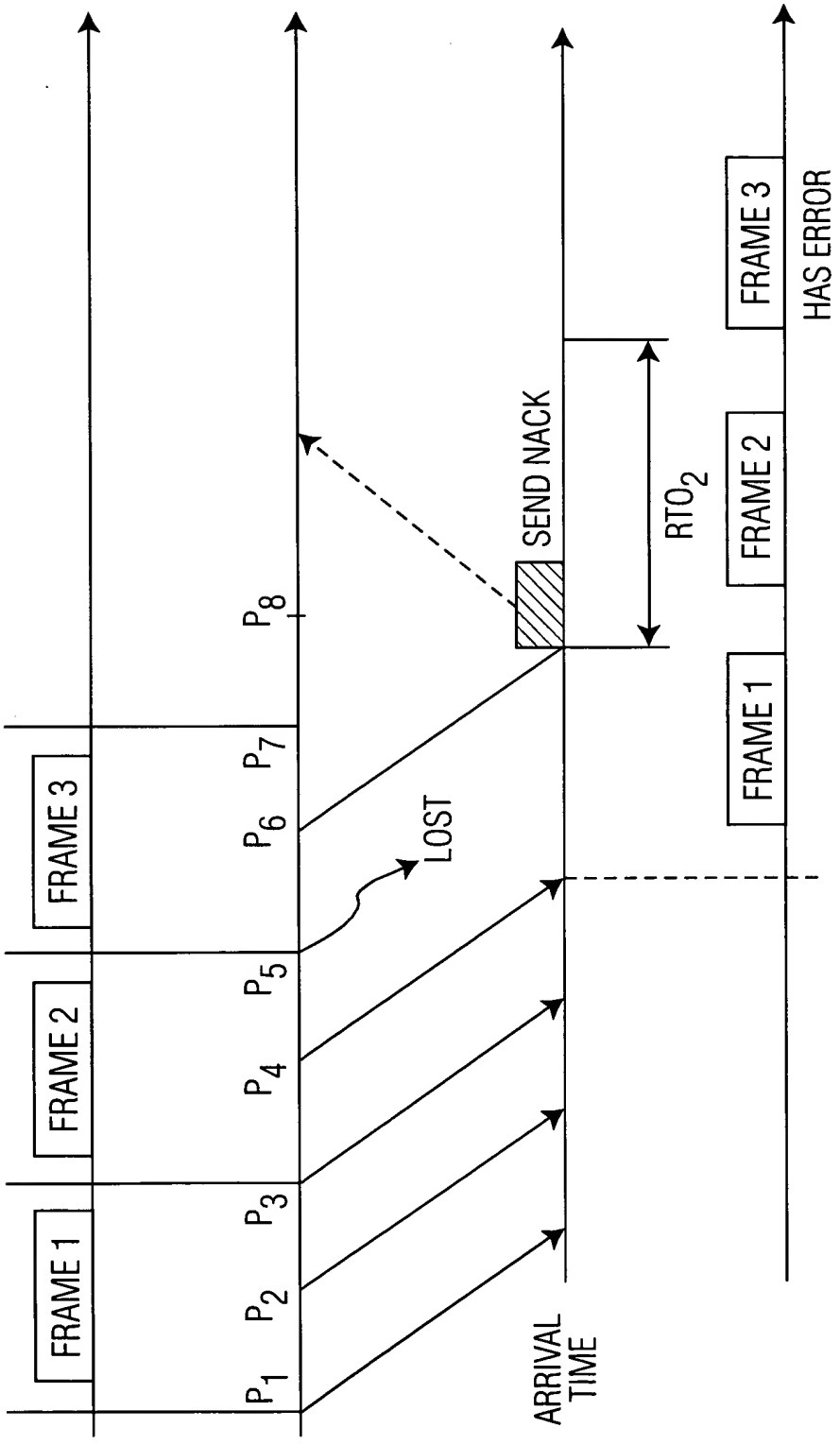
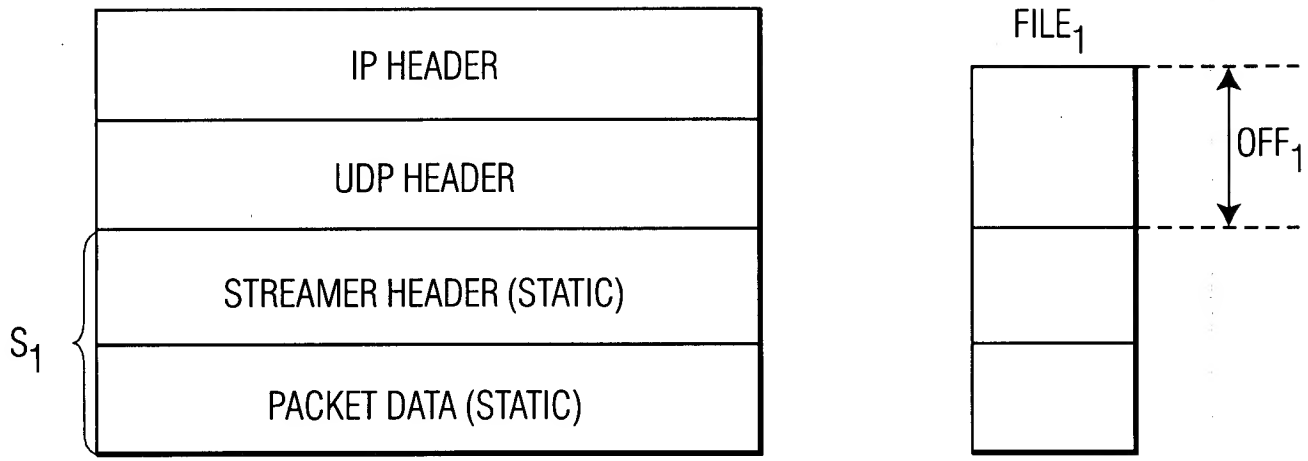

FRAME 1
FRAME 2
FRAME 3
P1
P2
P3
P4
P5
P6
P7
P8
LOST
SEND NACK
RTO2
ARRIVAL TIME
FRAME 1
FRAME 2
FRAME 3
HAS ERROR

FIG. 1



RETRANSMISSION USING STATIC HEADERS OF PRE-PACKETIZED STREAMS.

FIG. 2
(PRIOR ART)

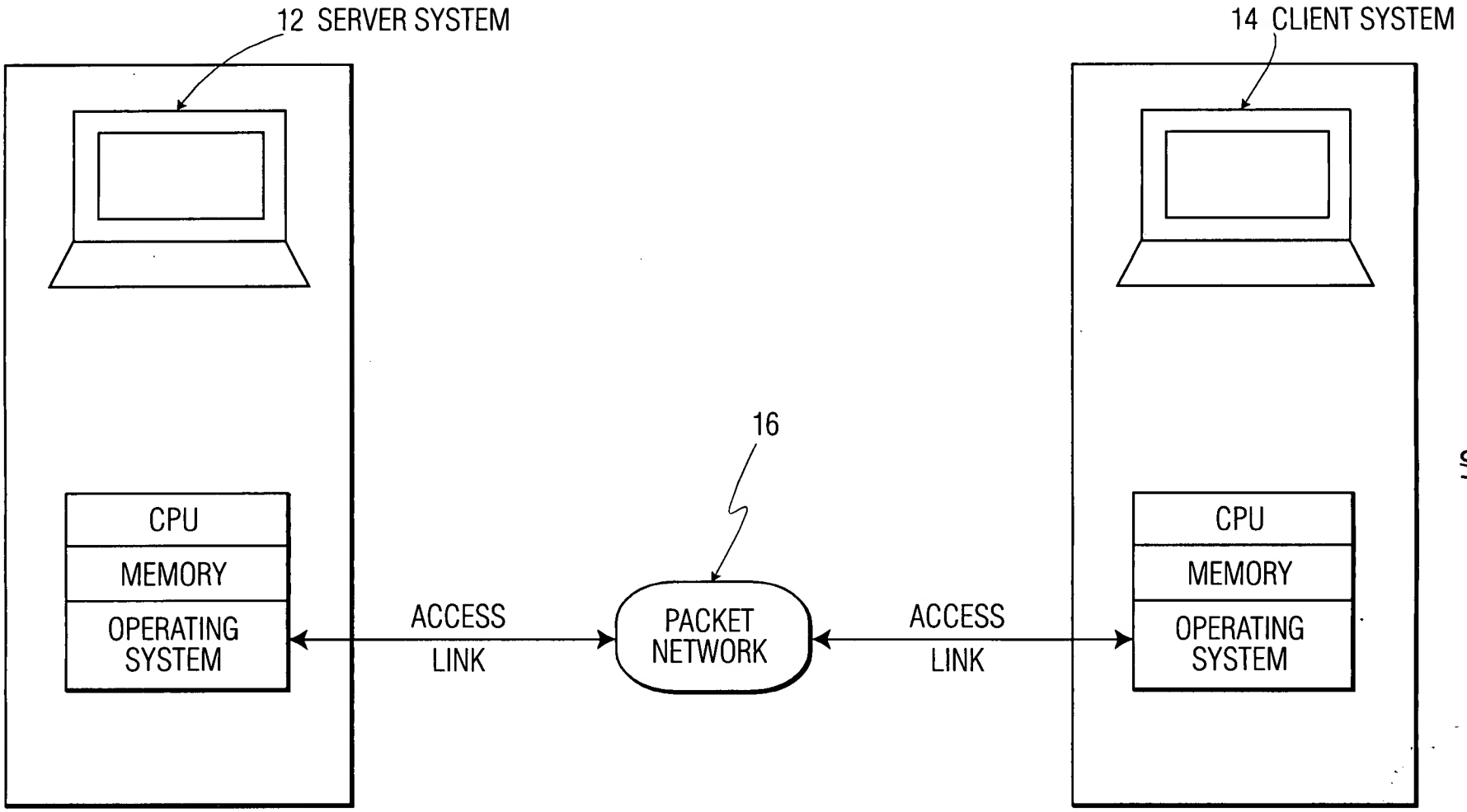
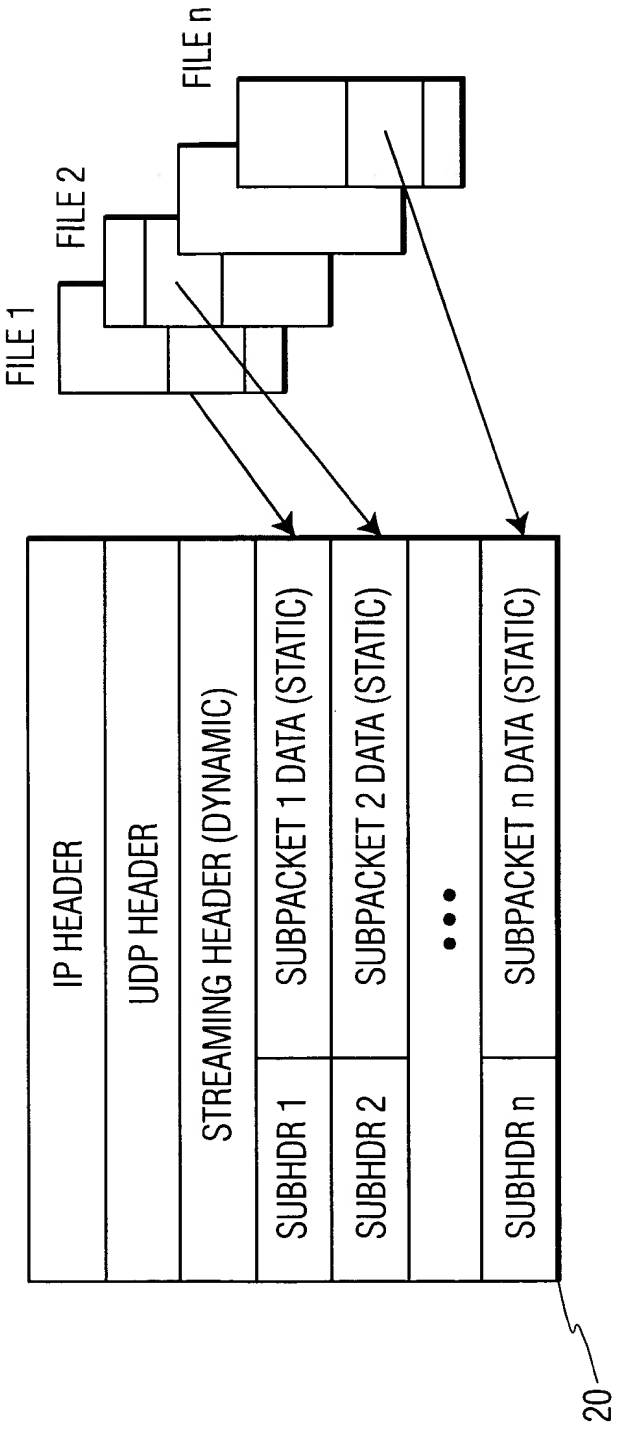
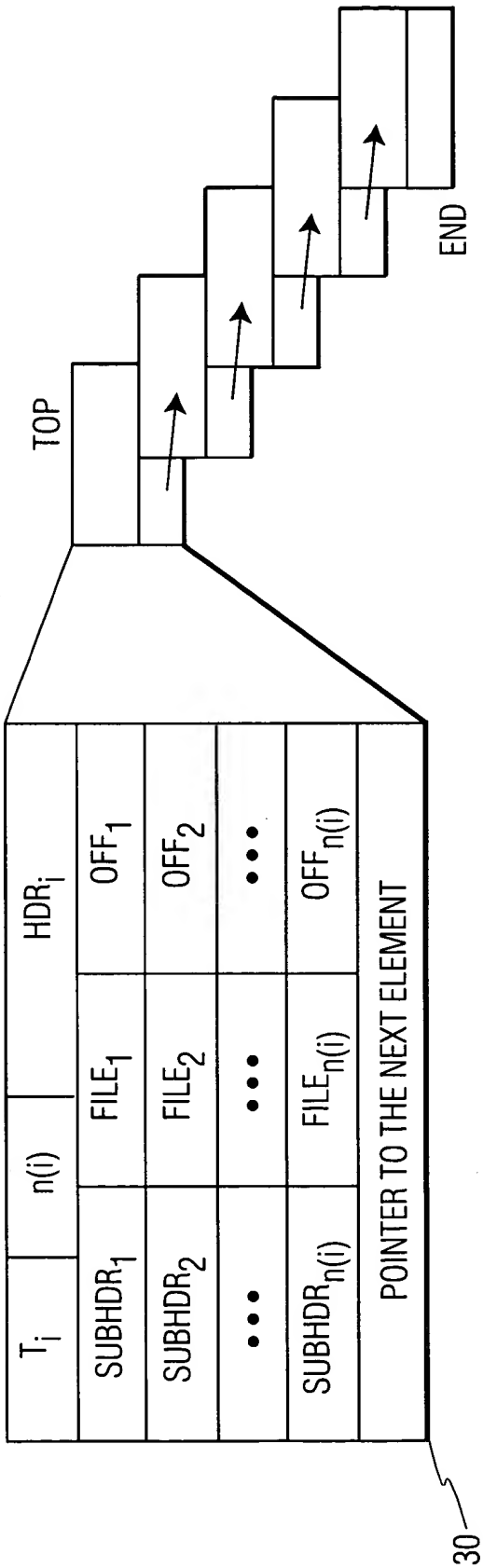

12 SERVER SYSTEM
14 CLIENT SYSTEM
16
CPU
MEMORY
OPERATING SYSTEM
ACCESS LINK
PACKET NETWORK
ACCESS LINK
CPU
MEMORY
OPERATING SYSTEM

FIG. 3



REAL-TIME PACKETIZATION.

FIG. 4



STRUCTURE OF THE LINKED RETRANSMISSION LIST.

FIG. 5

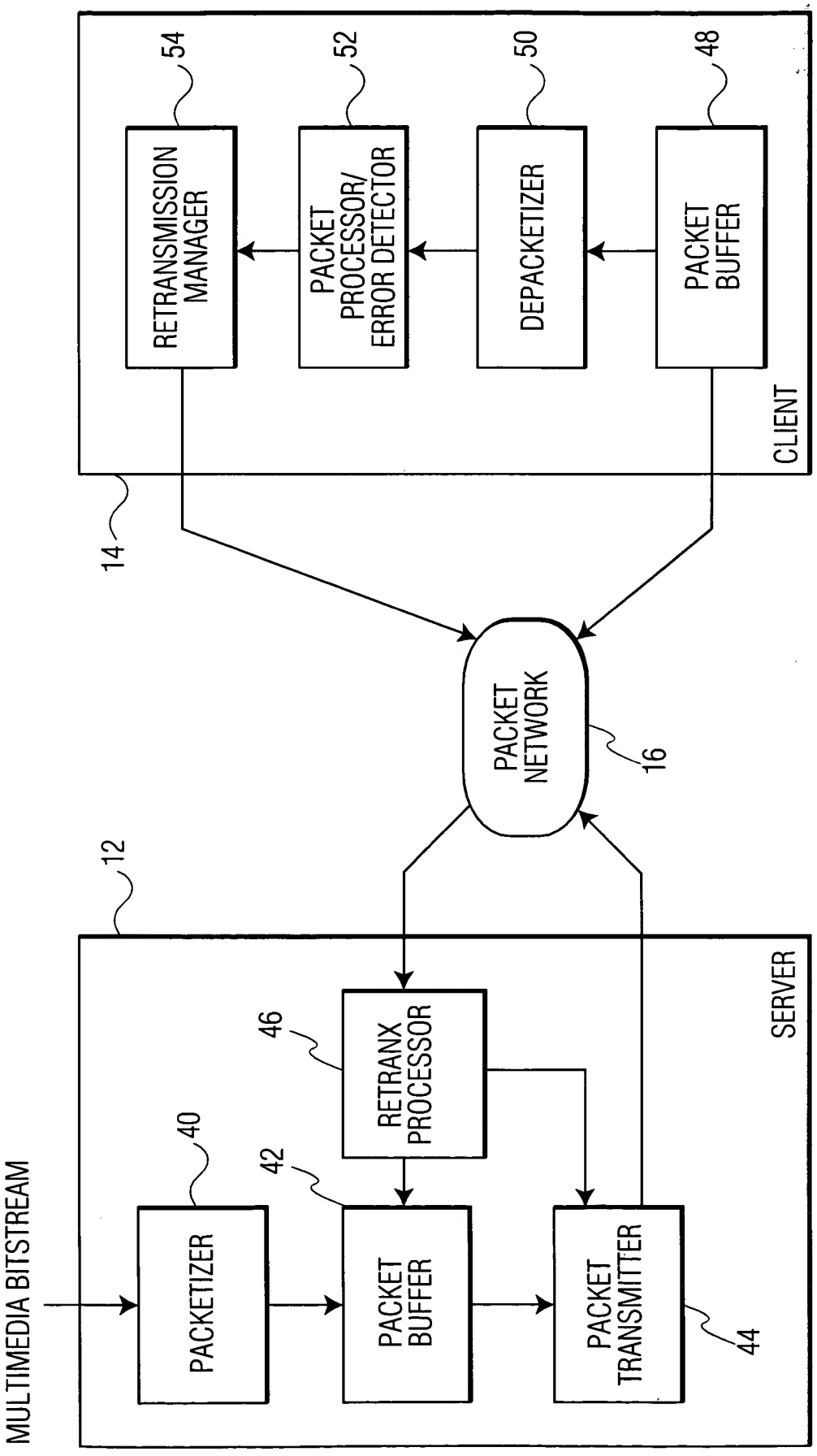

MULTIMEDIA BITSTREAM
PACKETIZER
40
PACKET BUFFER
42
RETRANX PROCESSOR
46
PACKET TRANSMITTER
44
SERVER
12
PACKET NETWORK
16
14
RETRANSMISSION MANAGER
54
PACKET PROCESSOR/ ERROR DETECTOR
52
DEPACKETIZER
50
PACKET BUFFER
48
CLIENT

FIG. 6

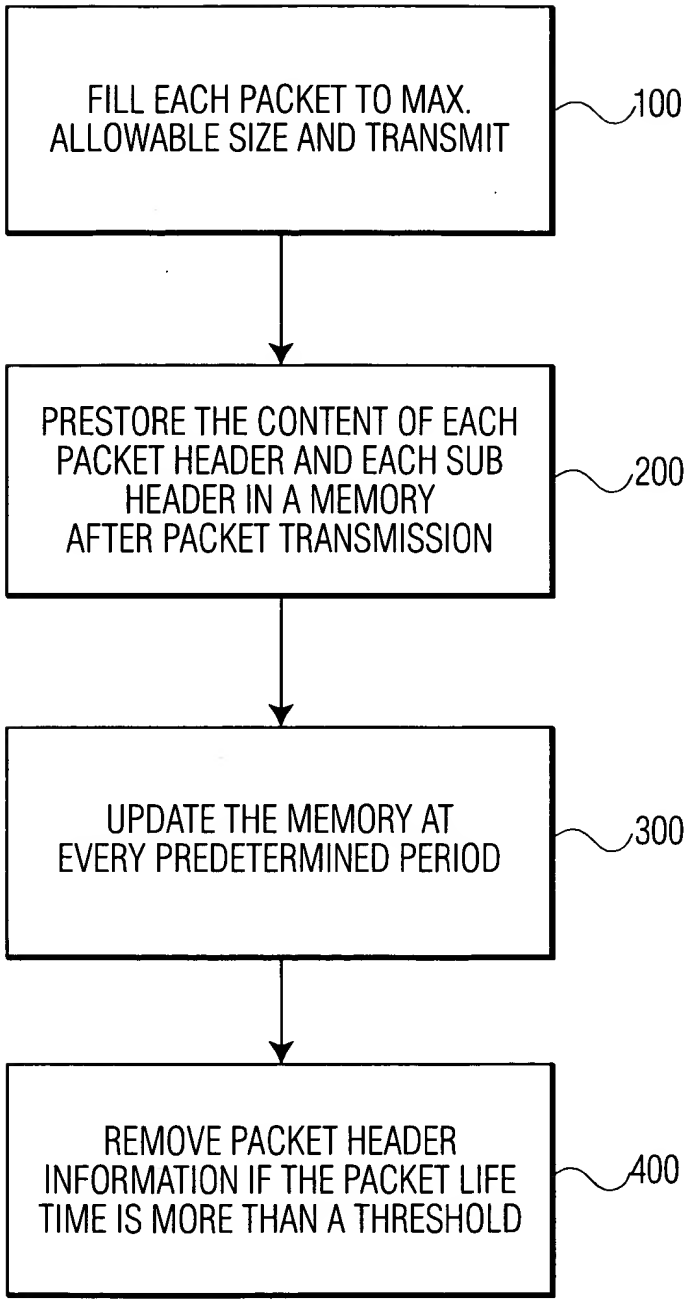

FILL EACH PACKET TO MAX. ALLOWABLE SIZE AND TRANSMIT
100
PRESTORE THE CONTENT OF EACH PACKET HEADER AND EACH SUB HEADER IN A MEMORY AFTER PACKET TRANSMISSION
200
UPDATE THE MEMORY AT EVERY PREDETERMINED PERIOD
300
REMOVE PACKET HEADER INFORMATION IF THE PACKET LIFE TIME IS MORE THAN A THRESHOLD
400

FIG. 7